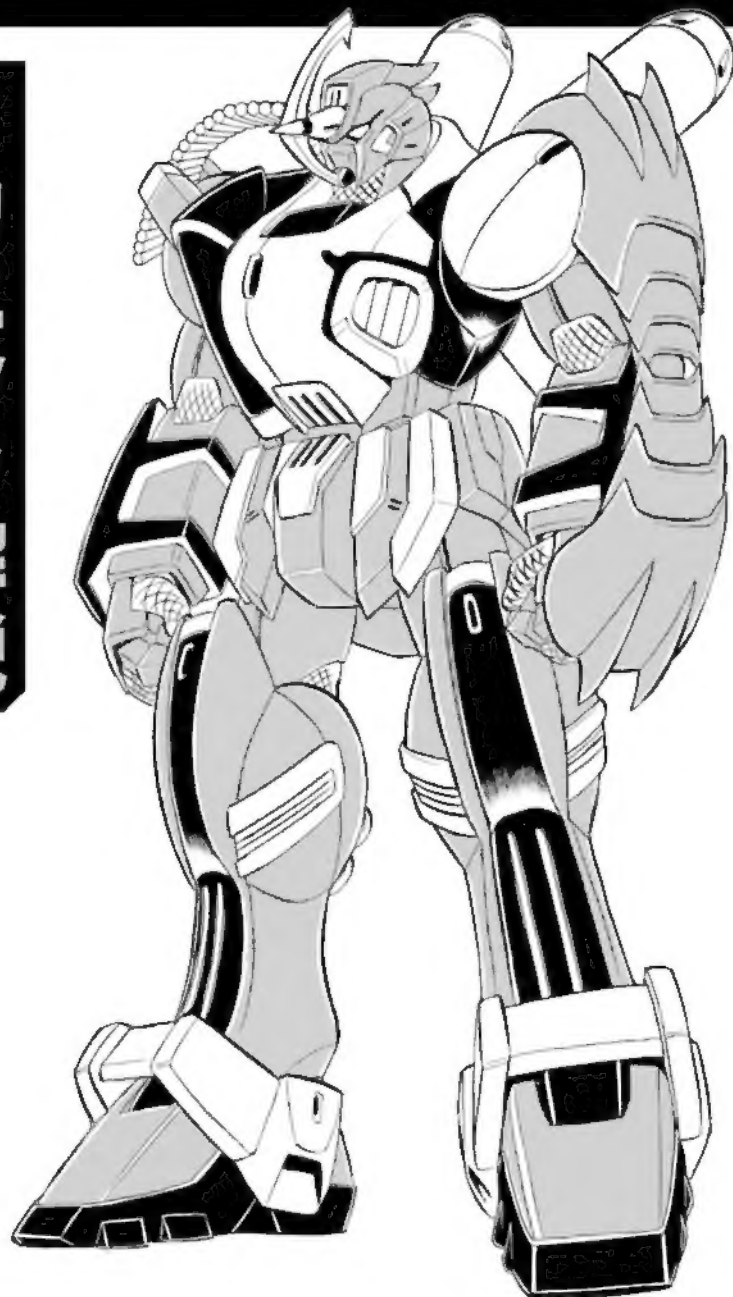


メカニックス解説

MOBILE SUIT
CROSS BORN GUNDAM DUST



ANCHOR

The landscape surrounding mobile suits underwent a dramatic shift following the Zanscare War, particularly from the U.C. 0150s onward. The prolonged conflicts between colonies made it increasingly difficult to sustain the manufacturing and maintenance of the small, high-tech mobile suits. Beam weapons became especially challenging to maintain, leading to a transition towards conventional projectile-based armaments.

In this climate, older restored mobile suit models, which had been steadily improving since the U.C. 0140s through technological modifications and refinements, began to garner attention.

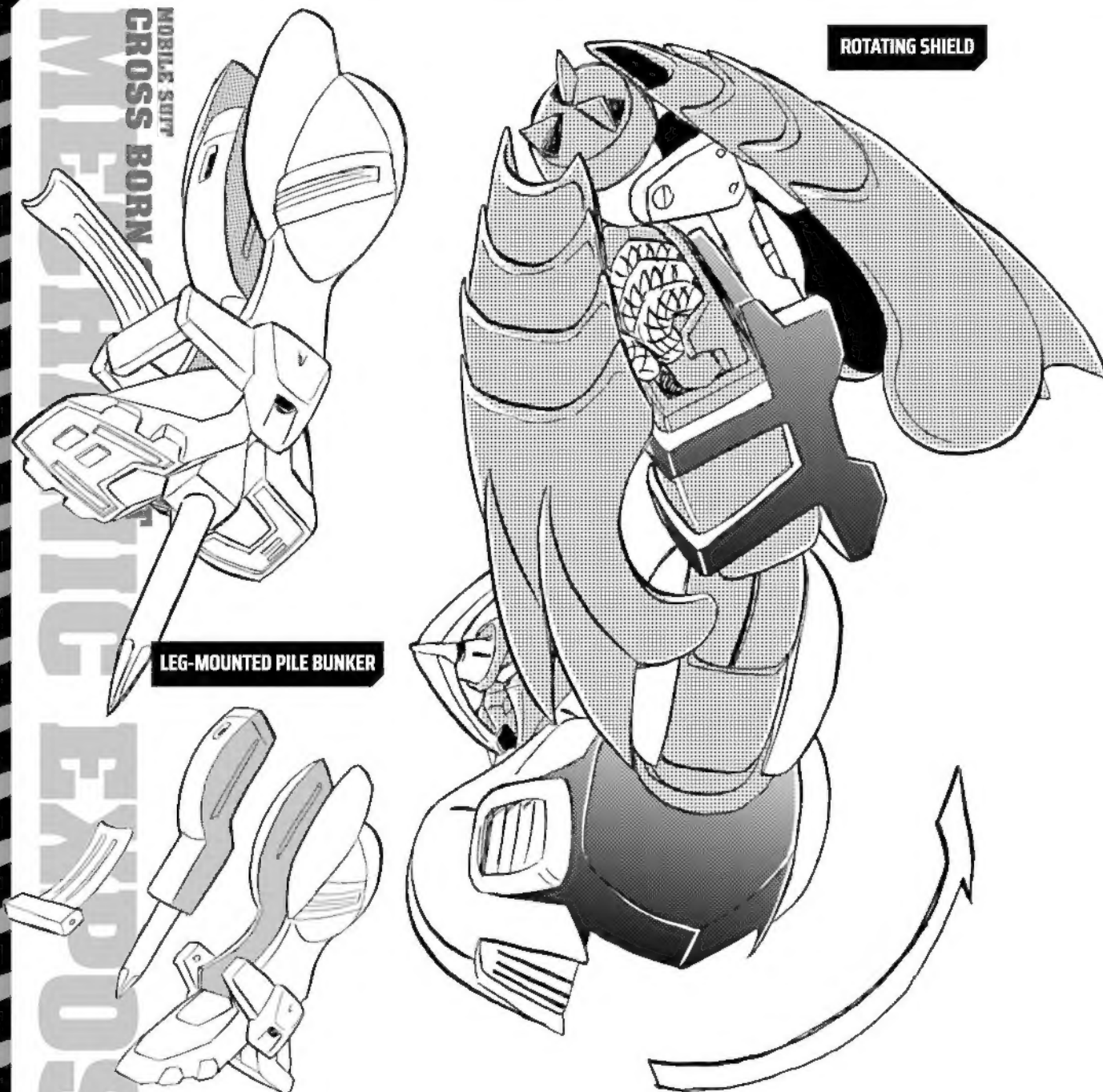
Undoubtedly, the Zanscare units or the Victory-type from the League Militaire remained the most capable when properly maintained.

However, due to the aforementioned reasons, few units could be kept in optimal condition.

Without reliable beam weapons or beam shields, the advantages of smaller units in projectile-based combat were no longer absolute.

Moreover, as inter-colony conflicts decreased in scale, the need for overwhelming firepower diminished, further contributing to the rise of restored mobile suits.

The Anchor was a rare unit born in this era.

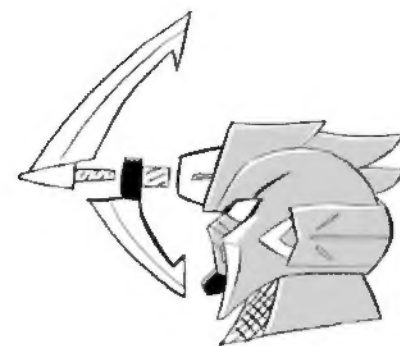
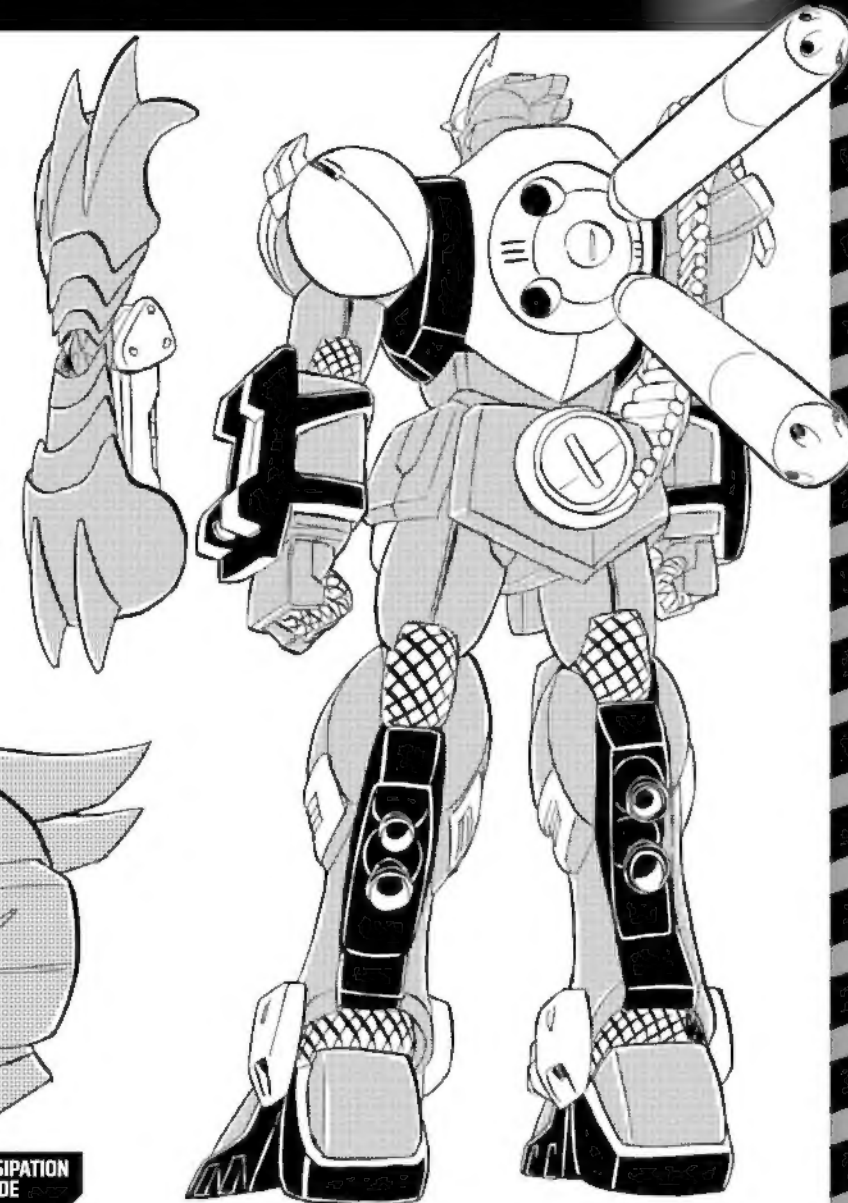


ROTATING SHIELD

LEG-MOUNTED PILE BUNKER

Its armaments - the rotating shield on the left arm, the heat cutter on the head, and the explosive-powered pile bunker on the legs - are all repurposed from work machines commonly used in the mining colony *Meat of Toon*. These machines, designed for extracting hard minerals in narrow tunnels, possess both considerable durability and efficient transformation capabilities.

Frank Oz, the individual who recognized the potential of these work machines as mobile suit armaments and successfully adapted them, remains largely enigmatic. He is believed to have left SNRI for the private sector before its acquisition by Zanscare (current whereabouts unknown). Given the thruster configuration on the Anchor's back, it's possible that he was involved in the development of the *Crossbone Gundam*, and some of that technology might have been incorporated into the Anchor.

THE HEAD HEAT CUTTER CONSISTS OF TWO PARTS,
TRANSFORMING THROUGH ROTATION AND RETRACTION.HEAT DISSIPATION
MODE

Most such units were "one-offs," uniquely adjusted in large workshops. Naturally, they lacked standardized model numbers or variants, leaving many details about individual units unclear.

Records indicate that the Anchor was commissioned around U.C. 0155 by the still-active *Solar Power Mogul* Ancre King and manufactured by the renowned Frank Oz.

Rather than being based on a single unit, it employed a *mixing build* approach, combining multiple mobile suits. After extensive battlefield modifications, the Anchor no longer resembled its original base units. Its approximate 18-meter length suggests that its frame likely originated from old mass-produced Federation units (exact height unknown, with slight variations possible depending on joint replacement parts).

What makes the Anchor truly exceptional is its high maintainability and ease of resupply, despite being such a thoroughly hybridized unit. This is largely due to most of its distinctive equipment being repurposed from non-mobile suit worker machines.

The four thrusters on its back, while controlled by a high-performance base and OS, are commonly available models that can function even if slightly mismatched.